Your Bi-monthly magazine for Amiga gaming and fun! Issue 1 - May 2013 - A Comiga Publication

880 Gamer

BREED!

Team 17's Alien Breed reviewed

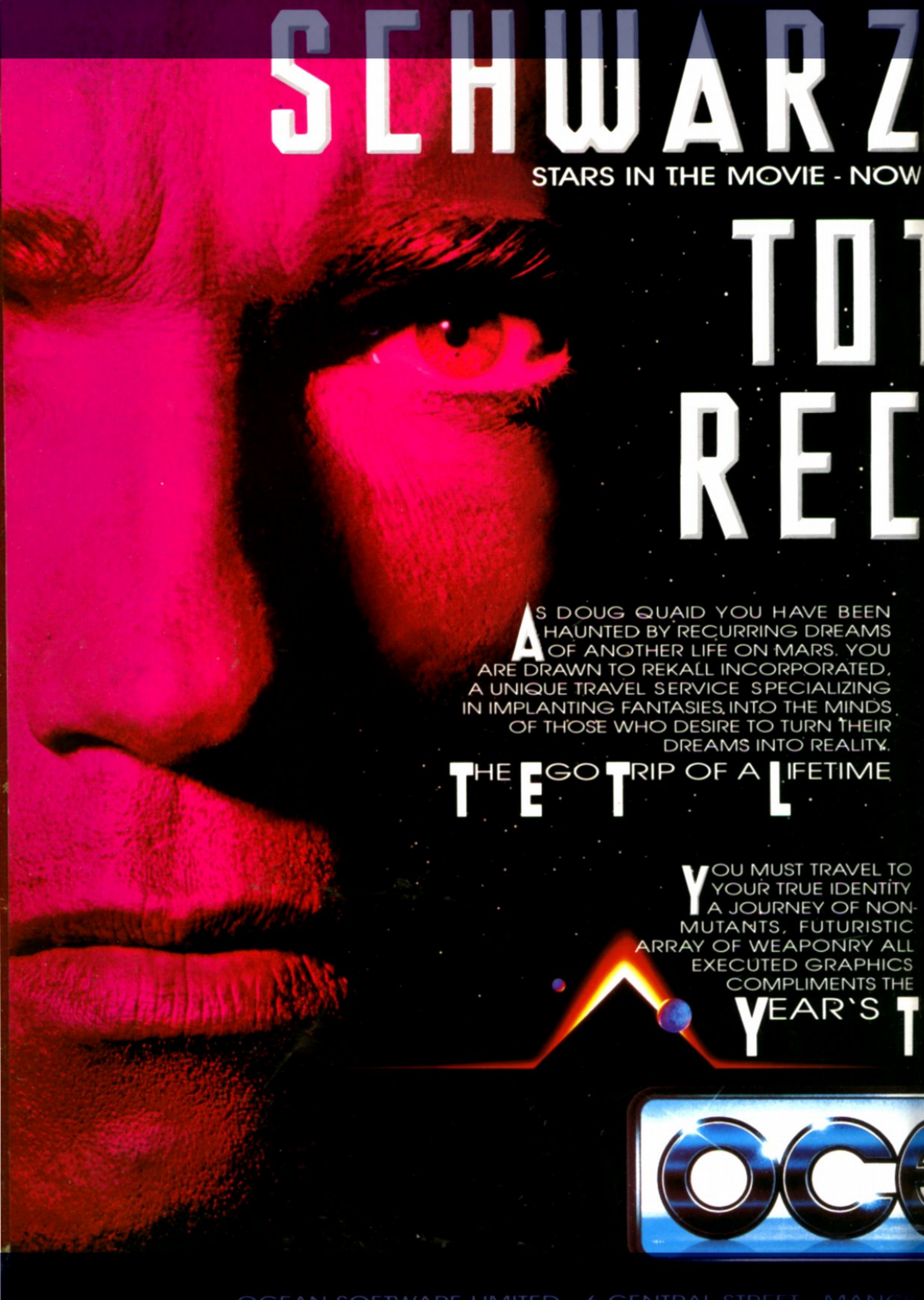
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Wiz'n'Liz

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What is 880 ?

So what is 880, and what the heck am I reading here? Well, 880 Gamer is a gaming magazine dedicated to the Amiga, the amazing all in one beige computer of the late 80's through to mid 90's, which gained a solid reputation for not only a pretty sweet machine for doing all those computer type computer things, but also as a solid gaming machine as well.

At the heart of all this gaming beast was the humble Amiga floppy disc, but unlike those inferior PC discs of the time which could only fit a mieger 720k, the Amiga fantastic plastic variants could store a whopping (wait for it...) 880k of information! But it didnt just stop there, with the rise of gaming (and piracy), coders found all kinds of tricks they could perform with them such as having their own file systems, craming more information on them, crazy protection systems so you could not copy them or even read them, and generally making your floppy drive sing all kinds of crazy and scary noises! So its only fitting that these little bundles of joy which played such a vital role in the Amiga gaming scene, finally get a gaming magazine named after them, and that is what you find yourself reading right now.

So what can you expect around here? Well, dont expect a massive full blown read like magazines of the past, if you would like one of them head straight to APOV (A highly recommended read I have to say, but unfortunatly only 4 issues old). What you will find is a selection of games reviewed, also reviews of demo discs from the awesome demo scene, some tips and cheats, and hopefully a bit of a good read, oh, and a demo disc included for good measure. Originally planned for a monthly release, that idea was soon scrapped when realising that would never happen, but hopefully every couple of months there will be an issue.

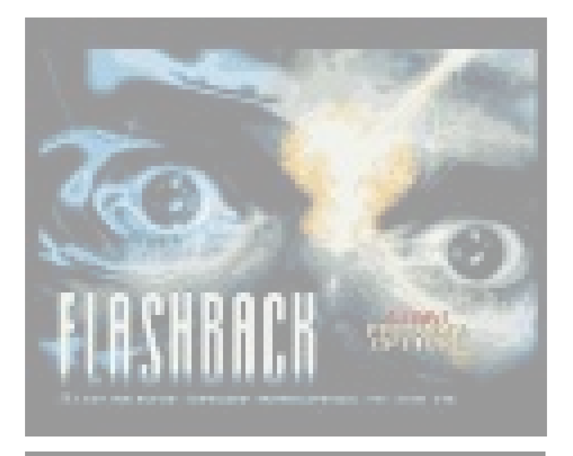
So sit back, have a read, and if you like what you see hopefully you will be able to look forward to the following issue of 880 to fulfil all your Amiga gaming needs!

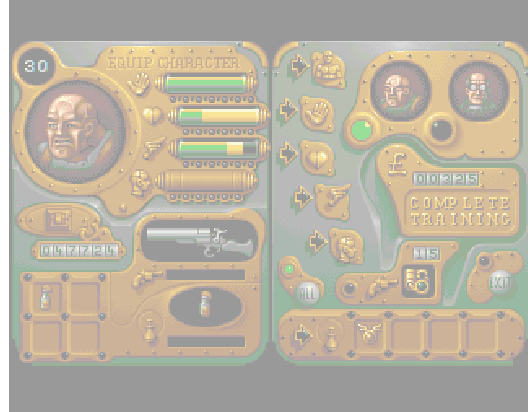
The big cheese and editor

Mark Stanner

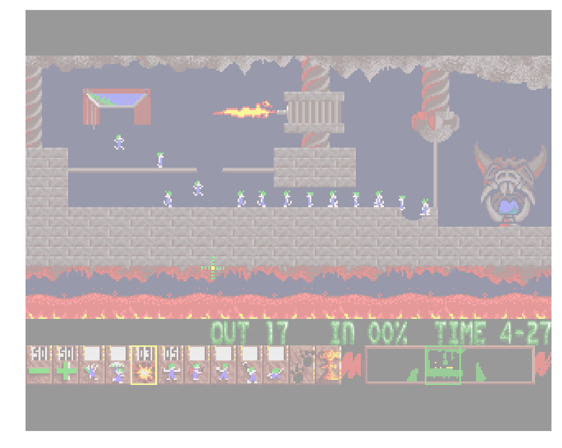


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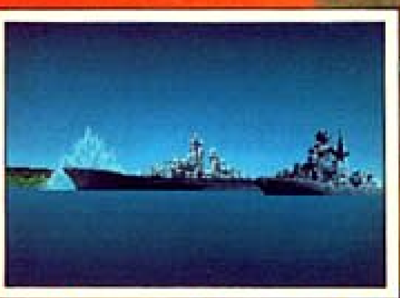




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Screenshots represent IBM version, we think the Amiga version looks even better!.

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880 News

Microsoft VS Amiga, the new battle front!

Freshly announced this month was the new competitor to the CDTV, the Microsoft XBox One. Its not hard to see Microsoft were heavily influenced by the styling of the CDTV sporting the same all black component system look, and keeping with the philosophy of an all in one media entertainment system with wireless controllers. I am sure the guys at Commodore are talking with their lawyers as we speak for infringing on some sort of intellectual and design patents.



Seriously though, I find it interesting that back in the days of CDTV, set top media box's were all the talk and the next big thing to be coming out, but even after 20 odd years no one has really been able to capitalise on this with many big companies unsuccessful to make the big break. While recent consoles have bridged that gap and we have seen a convergence in recent years, these machines have generally only been used by gamers and have never being able to break into the mainstream households, but this is what Microsoft are going to try and prove with their new console. Unfortunately they are in for a tough battle as they have retained the XBox name which is synonymous with gaming so non gamers will most likely over look it thinking it is for games only, and the gamers who were looking forward to it seem to feel alienated with the change in focus away from gaming. So who will buy this? CDTV suffered a similar fate where people were confused as to who its target audience was, after all it was essentially an Amiga and you could even get a keyboard and floppy drive to go along with it so non techie people were not interested in it, and those that were half interested in it already had an Amiga and apart from the added bonus of a CD drive you were better off with a real Amiga that could be expanded and supported more.



I am sure Microsoft will sell a squillion of these things, but it will be interesting if they are able to finally succeed where many have failed before in gaining the acceptance of everyone and not just gamers, but so far they have only managed to cause confusion and disappointment from those who are essentially their core audience.

So which will you be picking up this Christmas? CDTV or XboxOne? For me it has to be CDTV, it is a lot more flexible and expandable after all and I didn't notice any parallel printer port on the back of that thing which I need to hook up my 9pin dot matrix printer!

880 Cover Disc

This month its WIZ'n'LIZ fun galore!



WIZ'n'LIZ heads up this issues cover disk, with plenty of run and jump action to be had by all! We also have the awesomely addictive Shareware game Microbes, as well as a small collection of 64K demo's to chill to when you have had enough gaming for the day.

If you use emulation, simply use the included ADF file included or write it to a real floppy disk for use on real Amiga's. Its all very simple to use, stick the disk in, wait for the menu and then press F1 – F5 to make your selection! Oh, and try not to crash in the mini boot block racing game! Fully compatible with A500 – A1200.

WIZ'n'LIZ (Game Demo)

The game is simple enough, run and jump your way around smashing those bunnies, picking up the letters you need to complete the words. Pick up some extra ingredients to make your spells even tastier!

Microbes (Shareware full game)

Left or right to spin your craft around the circular rail, and fire to shoot at everything that moves! Pull back for a smart bomb if you have them, and watch out for bonus pickups which you can shoot to collect. While the game works with A1200's the sound does cuts in and out a bit, but its still a great fun game!

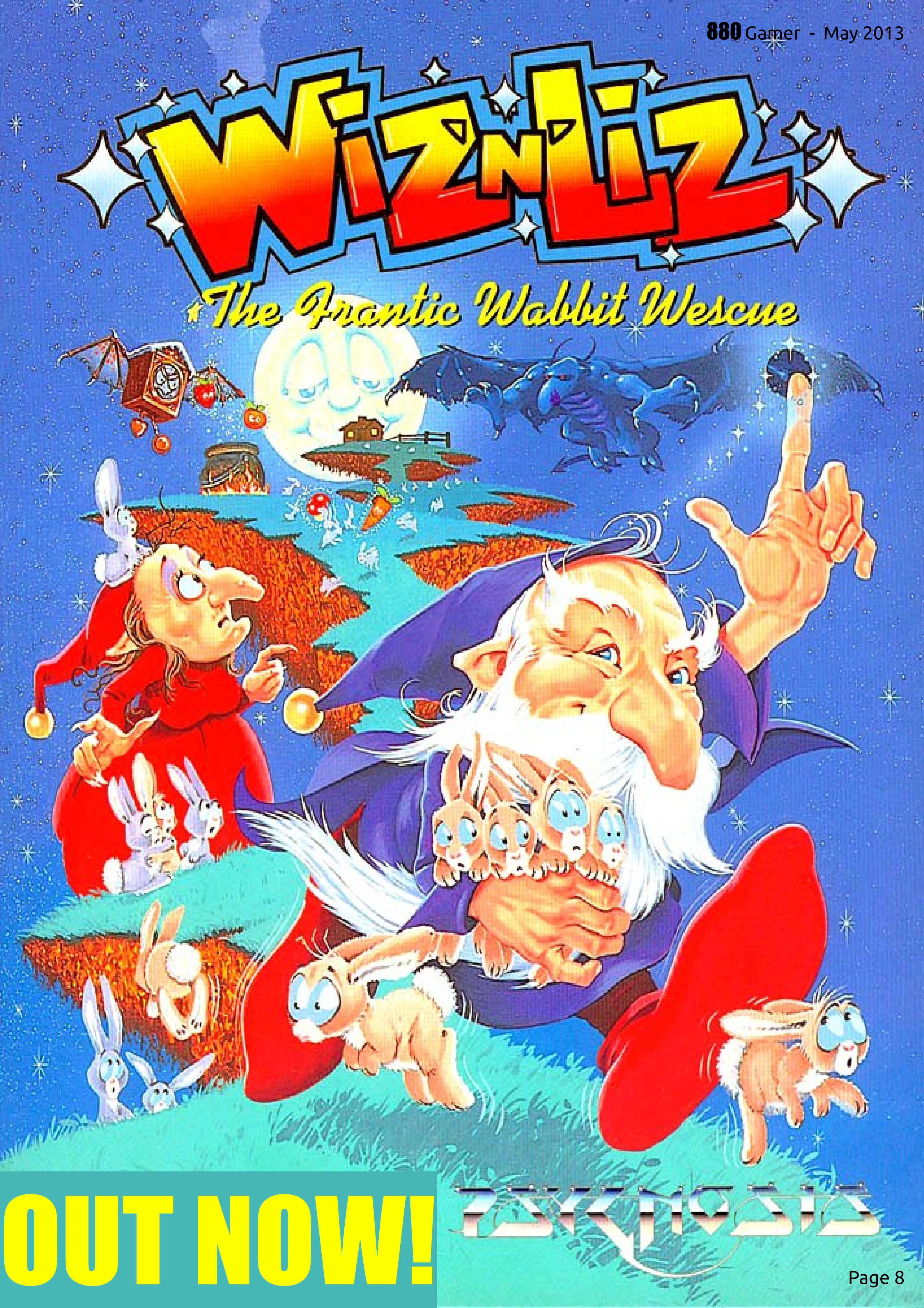
64k Demo Collection

Its amazing what talented coders can cram into such small spaces and the included demo's here are no exception each taking up no more than 64k of disk space! Because they are so small we could cram three on here and still had room on the disk, but we thought we would save the others for another day. Amazingly all run on A500, but you will get a little smoother on an A1200.

Koppis Dekadence 2012

Wasted Years Moods Plateau 2009

Kheper Moods Plateau 2011


Wiz'n'Liz
The Frantic Wabbit Wescue
OUT NOW!
Psygnosis

Game On!

Your one stop shop for game reviews

Its game review time, so lets get gaming! But first, a few house rules on how we review games here at 880:

- Games are played in emulation and not on real Amiga's. This is to judge a game on its own merits and not the limitations of long load times, never ending disc swaps (I'm looking at you fighting games!), and for all those whiz bang 3D games that were just never going to run even on the most powerful machines (COUGH... Alien Breed 3D 2 COUGH!)
- The release date will be taken into consideration when reviewing since games advanced in leaps and bounds both graphically and sonically year on year. But if we think it is crap, we am still going to call it!
- If there are multiple versions, then each will be compared based on the single review and differences and scores awarded based on each version.
- All games are played on an evil kitten fuelled PC responsible for the death of the Amiga, although we lessen the evil by using penguin friendly Ubuntu with FS-UAE.
- We wont worry about save points etc. Save states are just like modern console saves, so lets game on like its 2013!
- And what about fabulous prizes I hear you ask? How about...



If a game is amazing and is into the 90% plus range, it is awarded the 880 solid gold floppy disc... well, actually we are a bit cheap around here so its just gold spray painted plastic, but you get the idea!



Not all games make the gold class, so we melted down your mums silver ware and created the 880 solid silver disc! If a game gets between the 80%-90% range, its still a fine game worthy of praise and that's when this award is handed out.

Game On!

Your one stop shop for game reviews



PAGE 13 - Alien Breed

Can Team 17 deliver the goods in this arcade action alien thriller? We send our best man in as bait to tackle the breed head on!



PAGE 17 - Nebulus

What do you get when you mess with genetics to create a two legged green pig that has its own submarine and loves to climb towers in the middle of the ocean? Nebulus of course!



PAGE 19 - Army Moves

Do you dare to read the review of probably one of the worst games ever? Even more.. do you dare to even play it?



Page 21 - Kid Gloves

Strap on your gloves for ultra cute platform action that will get your blood pumping, although perhaps for the wrong reasons.



Page 23 - Chase HQ

It seems the police department had a budget increase as they now cruise around in sports cars, and use the very same cars to ram bad guys off the road!

KID GLOVES

Somewhere deep in the heart of the Amazonian jungle there beats a drum. Softly at first and then louder, the insistent beating awakens our hero, Kid, from a deep sleep. Last thing he can remember he was pulling on an old pair of boxing gloves he'd found in his uncle's study... now, here he is, surrounded by trees and shrieking parrots. There's something weird going on round here.

Confused and uncertain, Kid's troubles are just beginning - he's yet to visit strange scenes in the Ice Age, the pyramids of Egypt, the psychedelic West Coast of the 60's and more - but he's still wearing the gloves and with your help he may yet find his way back home !



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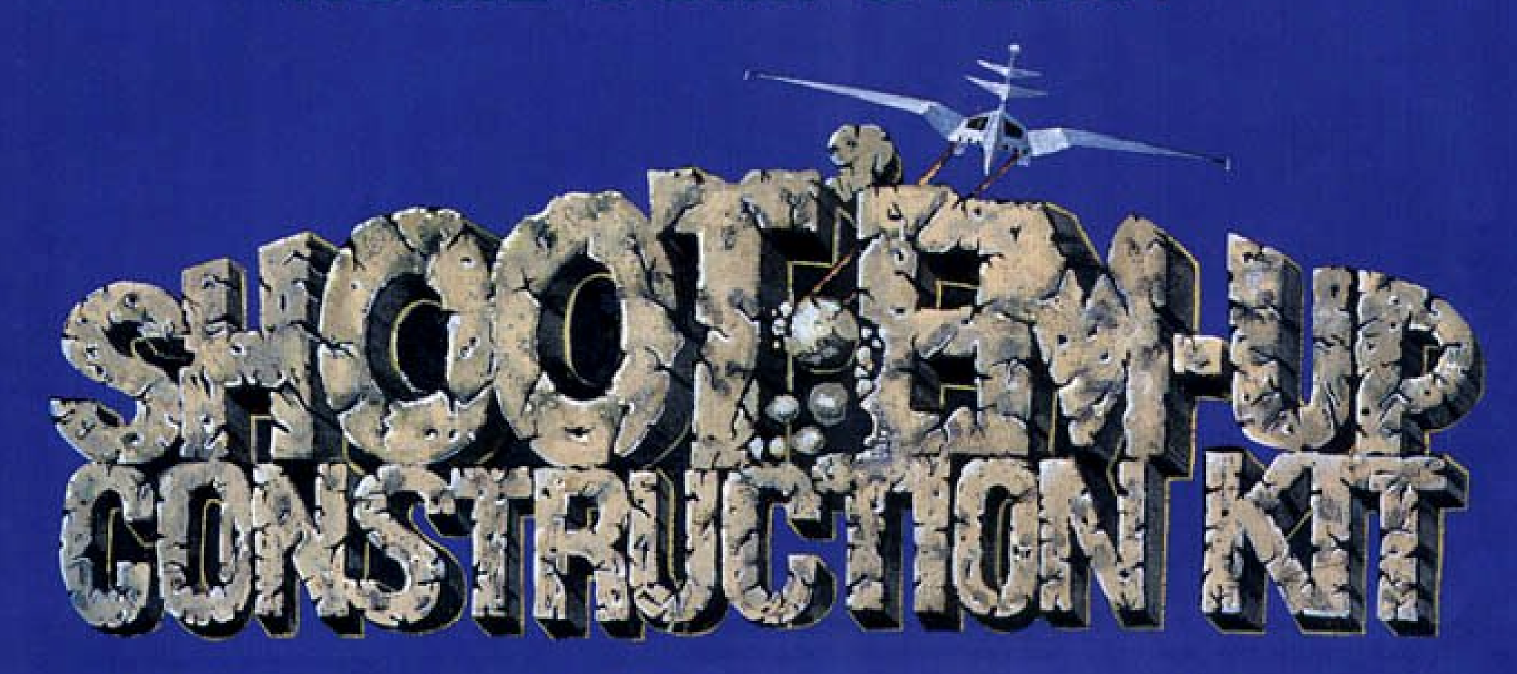
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ALIEN

What better way to kick off the game reviews section in the first ever issue of 880 Gamer, than with probably one of the biggest franchises the Amiga ever saw which spans to even today's consoles and a total of 6 versions on the Amiga. I am of course talking about the Alien Breed series, and we start here with the original, the big grand daddy of them all, Alien Breed!



The first thing that strikes you about this game is the amount of polish that has gone into this game, and while I am not saying previous efforts by Team 17 were not polished, this game certainly stands out where Team 17 were pulling it all together. From the opening loading screens to the voiced instructions to change discs, you know you are going to be in for something special, and then you are presented with the star field filled menu screen accompanied by very sonically pleasing audio track which sets the mood very nicely. From this, you know you are in for just a pure arcade experience and light on the depth or seriousness! You have the option of single or simultaneous two player action, and if you feel like a tight bastard Mr McScrooge you can choose to not share your credits which you pick up in the game to upgrade your weapons and other fancy bits of kit. Leave the menu alone for a bit and you are treated to a picture of a giant red star and a bit of a back ground story which goes pretty much like this... Your in the army, your told to check a space station, its about to get all creepy! And that's as deep as the game gets which is fine by me as I wasn't expecting Shakespeare, just let me kill stuff!

Hitting the start game gets you straight into a quick brief which precede each level, and these instruct what you have to do which range from just getting to an elevator down to the next level to triggering the self destruct which results in a change of underwear required the first time you do it! The first mission is easy enough with only requiring you to find the elevator, but the levels are large and complex and while you can take the most direct and fastest route, a bit of exploration will pay off as you uncover cash lying around and extra ammo, keys and health packs. Of course the name of the game is Alien Breed and you start encountering aliens within about 10 seconds of the game, but these guys on the first level are fairly slow and easy to make your way through although as you progress they get faster and harder and soon your standard machine gun provided is just not going to hack it! Luckily there are terminals around provided by those wonderful people from Intex Systems, and they have all kinds of wonderful weapons you can upgrade to.... for a price that is! This is why it is vital to explore each level and try to find as much of those credits as possible so you can buy any of the fierce weapons on offer. These weapons can be laser pulse rifles, flame throwers or even rocket launchers, and each has its own strength and weaknesses as well as its own price which the space core were to tight to cover any of the costs of, so get saving early on!



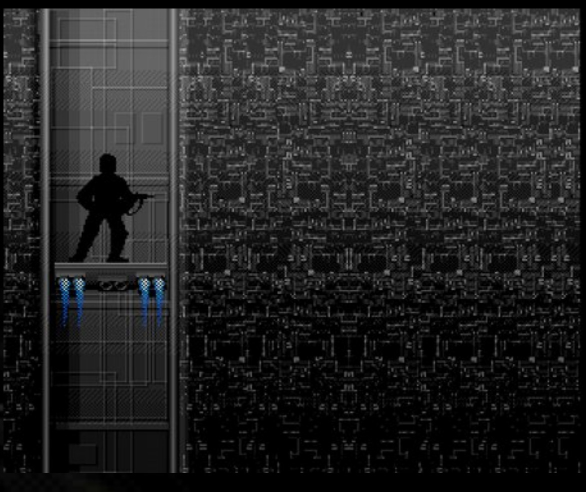
BREED



Each level is basically a maze, there is no real logic to the layout and I doubt any sane architect would design anything so labyrinth like for a space station. Its almost like playing a giant maze game with doors and nasty beasts trying to get from A to B and back again, but this is what makes the game enjoyable as quite often you will see a mother load of credits or other goodies just off to another room and you have to work out the best way to get them. Speaking of those doors, each one is locked for some reason, and even more strange is your keys can only be used once so you have to be very strategic when opening doors and not waste them as you can find yourself out of keys very fast and unable to get any further, or worse yet stuck in a room where you can not get out. If the game has any failings, this would be one of them as whilst you can buy key packs and find them lying around, it would have been nice if some doors were not locked, especially in areas where you can get stuck easy. A little consideration to the level design and these doors would have made things a little less frustrating at times, but generally the added puzzle element works well with the action turning this into a more thoughtful shooter than a mindless one. Also, make sure you conserve your ammo as it to will run out quickly if you cant control your itchy trigger finger. Again the friendly folks at Intex will offer you ammo packs from their many terminals, and you can even purchase a map scanner which you can use to bring up a local map scan when ever you feel like which can be handy when trying to make your way through the maze of corridors

As mentioned previously most missions will result in the destruction of the level and this is where things become tricky. With the exception of the first level, each one will have you perform a task which when done will start a count down timer and you have to find your way back to an elevator before this timer reaches zero other wise its game over no matter how many lives you have! This is where the game cranks the excitement up to level 10! While the game normally has a sci-fi electrical droning background noise, when you reach the end of level this is broken with some up beat urgent music and then once you have completed the task you trigger the self destruct sending sirens screaming, lighting dimming to emergency red, and a automated voice telling you basically you need to get out of there and in a hurry! The first time you trigger this its a real rush and you probably wont have a clue how to escape before the timer reaches zero, with the last 10 seconds the siren shouts louder and the warnings are more urgent as you frantically try to find your way to the elevator. Some people might find it frustrating that its game over if you don't make it, but I find the added pressure of this to really get the adrenaline pumping, and there is nothing more frantic than when you accidental trigger a fire door blocking your path and trying to find an alternative way to escape. The added excitement this brings is something very special, and although once you learn the level it will be the same each time, it really breaks up the game giving you only one option of going on the offensive with guns blazing. The difficulty curve in this game is a little steep, but its not stupid impossible and comes down to playing the game smart without just blazing through each level and once you start finding cash and upgrading your weapons you will start to find your feet, and because most of the levels are large and open their is usually more than one way to play through each stage.



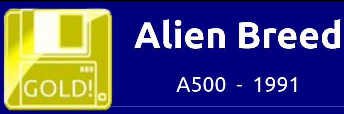


Graphically it is hard to fault this game. Scrolling is full screen and a silky smooth 50fps which is quite impressive on the A500 as this normally includes a lot of aliens on screen at any time along with some back ground animations of spinning fans and vents, to pulsing lights and faulty lighting that flickers. The backgrounds are all steel floor panels and si-fi like, and while each level has a similar look they change the colour pallet and styling to each map which results in each level feeling unique and not repetitive and becomes very Alien movie organic like towards the end. Aliens themselves look different as you progress through the game as well and are well animated, with the odd end of level mother of all aliens which again are well animated and run around smoothly. If there was one small gripe with the graphics it would be your main character. While not bad, he looks not very bad ass space marine and a little podgy (I guess that's why he never runs), but to be honest it all fits in fine with the arcade style and you don't even think about this after you encounter your first alien. Logging into the computer terminals is a real treat with a very good analogue flickering TV effect as it boots up, with nice menus and well drawn weapons to drool over before you purchase them. Heck, there is even an authentic game of pong in there, what more could you ask for!



With a lot of games a lot of attention is paid to the graphics and often the sound is not given the same amount of attention, but this is not the case in Alien Breed. Right from the opening title music by acclaimed Aliester Brimble you know you are going to be for something special sonically, and the game does not disappoint. There is a lot of speech throughout the game which is both clear and helpful as she advises you on low health, ammo, what deck or zone you are in and welcoming you to the Intex Systems computers when you log in. Her warning of impending doom when you trigger self destruct adds to the excitement along with the screaming sirens. Music is non existent during normal game play with only an electrical hum throughout the levels which while repetitive does a great job of adding atmosphere and preventing that silent emptiness that some games suffer, and when you do trigger the in game music it is very effective in raising the adrenaline. Weapons sound good with each their own unique sound and the only effect that is slightly let down is the grunt noise you make when taking damage, but aliens make a satisfying squeal as you kill them (along with oddly an explosion.. these guys must be packing gasoline for blood instead of the standard acid). So do yourself a favour and ditch those joke of a speaker system ten buck specials and hook this baby up to some decent audio gear to truly enjoy the way it was originally intended.

So that's it, Alien Breed! If you like your arcade shooters and you are a fan of the Alien movies that this game has no shame in showing its influences from, then you must play this game. Addictive, fun and so polished you can see your own reflection in it, Team 17 have delivered a truly amazing arcade experience that is an instant classic and is still enjoyed 22 years later on all kinds of gaming devices around the world.



Alien Breed

A500 - 1991

GRAPHICS	95%
SOUND	95%
GAMEPLAY	92%

An instant classic that is pure class and a worthy addition to anyone's arcade collection

SCORE	94%

IT TOOK 6 DAYS TO CREATE THE EARTH

ANOTHER WORLD

ANOTHER WORLD TOOK 2 YEARS

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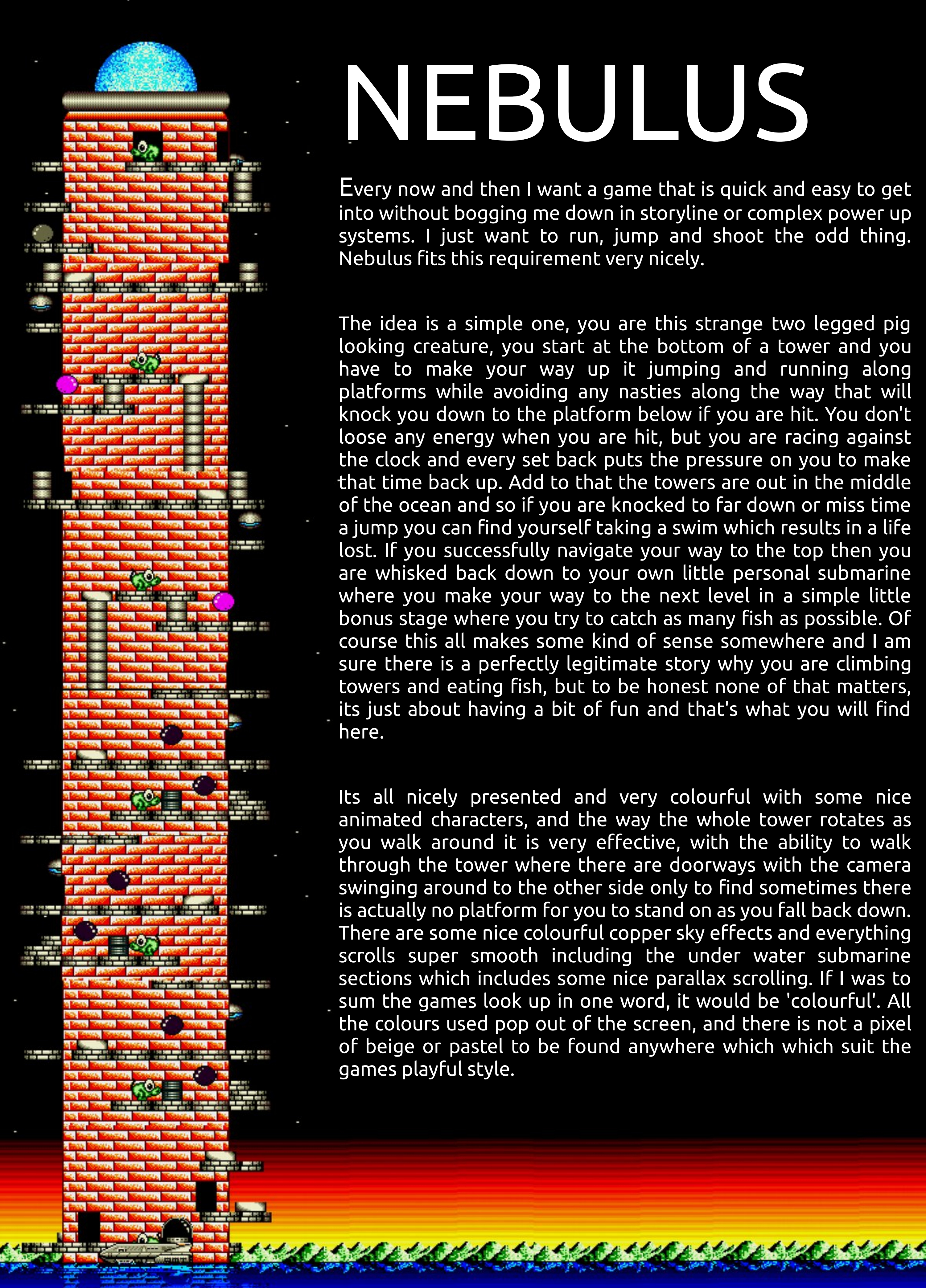
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NEBULUS

Every now and then I want a game that is quick and easy to get into without bogging me down in storyline or complex power up systems. I just want to run, jump and shoot the odd thing. Nebulus fits this requirement very nicely.

The idea is a simple one, you are this strange two legged pig looking creature, you start at the bottom of a tower and you have to make your way up it jumping and running along platforms while avoiding any nasties along the way that will knock you down to the platform below if you are hit. You don't loose any energy when you are hit, but you are racing against the clock and every set back puts the pressure on you to make that time back up. Add to that the towers are out in the middle of the ocean and so if you are knocked to far down or miss time a jump you can find yourself taking a swim which results in a life lost. If you successfully navigate your way to the top then you are whisked back down to your own little personal submarine where you make your way to the next level in a simple little bonus stage where you try to catch as many fish as possible. Of course this all makes some kind of sense somewhere and I am sure there is a perfectly legitimate story why you are climbing towers and eating fish, but to be honest none of that matters, its just about having a bit of fun and that's what you will find here.

Its all nicely presented and very colourful with some nice animated characters, and the way the whole tower rotates as you walk around it is very effective, with the ability to walk through the tower where there are doorways with the camera swinging around to the other side only to find sometimes there is actually no platform for you to stand on as you fall back down. There are some nice colourful copper sky effects and everything scrolls super smooth including the under water submarine sections which includes some nice parallax scrolling. If I was to sum the games look up in one word, it would be 'colourful'. All the colours used pop out of the screen, and there is not a pixel of beige or pastel to be found anywhere which which suit the games playful style.

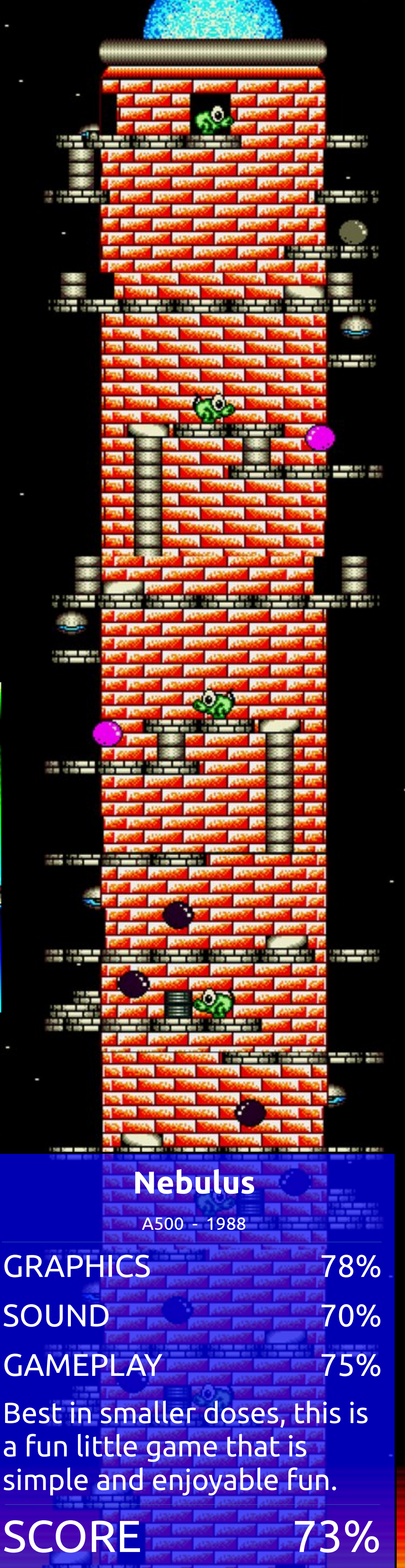


The title music is equally joyful and while nothing amazing it sets the game up nicely and suits the game. Sonically though the game is a little sparse with only the pitter patter of your feet and the occasional boing or squelch of a nastie. The sound effects seem to blare at you a little to much, almost like they were recorded to loud and can seem a little out of place when the rest of the game is empty sounding and then suddenly blam! Your ears are assaulted with the squelch of an enemy appearing off screen. Speaking of enemies, they are abstract oddities with bouncing glowing balls and what look like spinning ninja stars with little balls stuck on their tips.



Nebulus is an odd little game, and while you wont find yourself playing it for hours at a time, it is strangely addictive in its unique way and you will find yourself yourself coming back to this game time and time again for one more try. Its a good game for when you are between your more epic games, kind of like those 5 minute kids TV shows between the normal shows that are short and fun, but you could never watch a full hours worth in one sitting.





Nebulus

A500 - 1988

GRAPHICS	78%
SOUND	70%
GAMEPLAY	75%

Best in smaller doses, this is a fun little game that is simple and enjoyable fun.

SCORE 73%

ARMY MOVES

Lets just get this out right from the start , Army Moves is a bad game, there is no getting around this. Everything from the graphics to the sound and most importantly the game play is so loathsome that playing it is actually a complete waste of your life, like say counting how many 100's and 1000's are in a jar of 100's and 1000's. But don't worry, I have wasted away a part of my life playing this game so you never will have to, and for those that have played this game already I am truly sorry you had to endure the same agonising pain.



This is an unusual game in that it actually tries to be more than one type of game, with sections where you control a jeep or a helicopter shooting everything that gets in your way (think silkworm..), to running platform section shooting and jumping (Metal Slug anyone?). For this alone the game deserves some merit for trying to be a little unique, but none of these sections are anywhere near fun and on the whole extremely frustratingly difficult. The gameplay is extremely simple with only a couple of enemies for each level that just randomly appear with the same sort of attack pattern. As an example, the first level you are driving your jeep which can shoot and jump over broken sections of road, and enemy helicopters come in and strafe you which which always fly in on exactly the same path shooting in the same way, with just an occasional bouncy truck blocking your way which hopefully your rather uselessly random ground missile will fire and hit. It seems everything takes place in space or off world settings which is rather strange, but this could explain why your jeep or character can bounce around the way they do. Either that or this is just a really badly made game... now that I think about it its probably the latter.



So the game play is bonkers hard, shallow, simple at best and repetitive. Maybe the games visuals and sound can make up for that? Unfortunately no. For everything the gameplay does that is wrong, the games sound (Looping music) and visuals do even worse! All that you have sonically is a single looping song that will have you humming along reminding you how many balls Hitler has (You know the tune..), its not particularity pleasing on the ear with bleepy instruments and you are only treated to a machine gun effect at the title screen as they shoot out the games title. I know it was early in the Amiga life, but the visuals look like they are drawn in 4 colours with bland greys, greens, blues and orange with very little detail. Animations are very basic with explosions looking like a couple of frames made in D-Paints airbrush with one colour (think spray paint in MS paint for those not familiar with the Amiga). A third of the screen is also taken up with your stats at the base which shows you what vehicle you are controlling just in case you couldn't work it out from the same sprite on screen you are controlling, a fuel counter which is pretty much pointless, and how many lives you have remaining along with your score. A pointless waste of space. If there is one thing I can commend the game for is the game runs smooth with some parallax scrolling, although not a difficult task with the reduced screen size and minimal colour pallet used.

Look, I know it was 1987 and the Amiga was still finding its feet as a gaming machine, but this is a seriously bad game when you consider there were games on older machines that looked better and were a million times more fun to play. Do your self a favour, if you ever see this game on the side walk, cross to the other side and do not even attempt to make eye contact. If this was my first introduction to gaming I probably would not be gaming today and writing this magazine as it would have put me off games for the remainder of my life. It really is that bad.

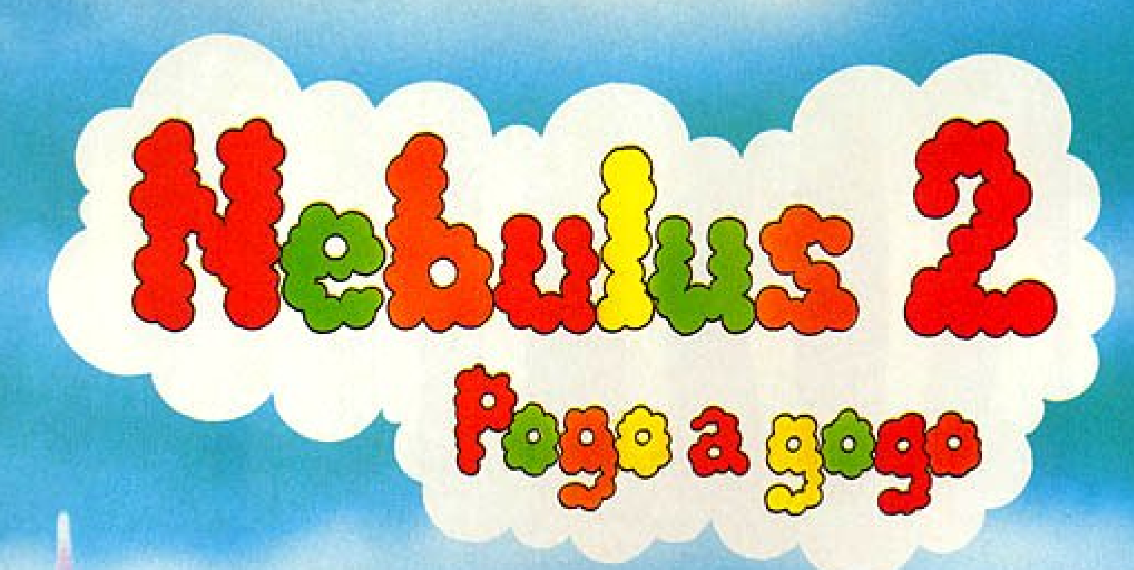
Army Moves

A500 - 1987

GRAPHICS	15%
SOUND	12%
GAMEPLAY	10%

There are some things in life that should just not exist, and this is one of them.

SCORE	13%

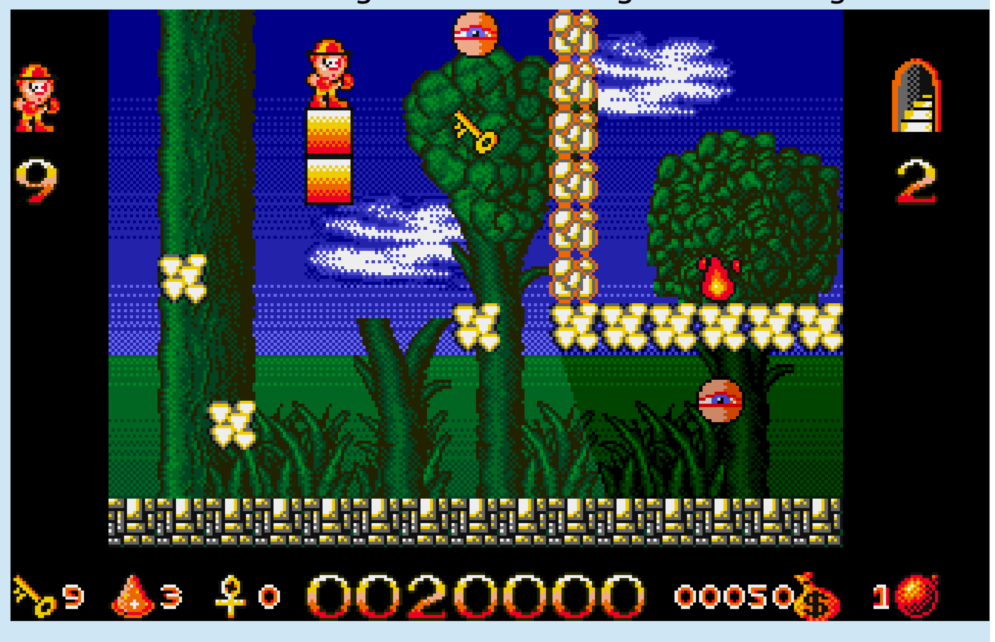

Nebulus 2
Pogo a gogo



Kid Gloves!

The first thought that pops into my head when I saw this title is "This is a cute game, should be fun", and it almost lives up to this expectation, but there are a couple of design faults that unfortunately spoil the game and on the whole make it more frustration than fun. We will get to those a little later, but First the good things.

From the opening title you see a cute pair of gloves enter from above and below which trigger off the rather cute voice sample "Kid Gloves" along with the equally bouncy music which suits the game nicely. This is something that continues through the game with nice brightly coloured backgrounds and enemies, and some rather crisp and sharp sound effects along with other sampled speech through the game. The actual animations of the character and enemies are certainly nothing to write home about, but everything moves smoothly and bouncy and on the whole looks like fun. While we are talking about the visuals, its also worth note the game has a neat shadowing effect with backgrounds casting shadows which even effect the main character as he walks through them, or sometimes he even casts a shadow onto the background himself. The levels are all rather abstract and are designed as cute static screen by screen platforming fun (No scrolling here). While the sounds are a little sparse in game, there are enough bouncy and cute sounds along with the occasional ominous few bars of music when new enemies appear on screen which all seem to have a nice stereo effect. On the whole its nothing amazing, but its certainly very cute and fits in with the game very nicely.



As mentioned above the game consists of screen by screen platforming and each screen varies quite considerable visually giving you the incentive to complete each one to find what lays ahead. Gameplay consists of a pretty standard jumping format, climbing and shooting enemies for which you can even upgrade your main weapon in shops with coins collected along the way. In your arsenal there are even spells and smart bombs to wipe everything out on screen for good measure which is also handy, although you have to time when it is best to use these as not all of the enemies are on screen when you first enter a new section with some appearing after a certain amount of time, although you will soon learn the pattern for each section. This also adds another element of haste to the game as after some time on each screen more enemies will appear that are very fast and likely to kill you, so while there is not a timer as such these nasties encourage you to get a move on and not spend to long on each screen (although walking off screen and back again resets these enemies). Platforms hover around, are static, and others fall when you touch dissolving blocks below them which you have to take care to not get caught under them which will also result in a cute but deadly "oh no" with only your hat remaining as it falls to the ground which looks to be made of solid steel by the sound it makes!



So far so good, its cute and fun and while not an instant classic it does have a certain charm to it that's refreshing. Unfortunately though soon a few cracks appear that spoil the game to a point that its frustrating and results in your love for the game soon fading. Firstly there is the collision detection which is really unforgiving. Enemies seem to have this invisible barrier around them which kills you, so for example you may try to jump some fire only to die but you seemingly had plenty of room, and this also happens with all the other enemies which is extremely obvious because when you die everything stops and you can clearly see the large amount of air between you and what ever it was that just killed you. Ladders are equally frustrating as you have to be pixel perfect lined up before your little man will climb, and jumping across to grab onto a ladder is a lot better but the little guy doesn't always latch on ending in doom as you hit the air around an enemy again. This pixel perfect alignment is also needed to jump up between platforms through a hole as it seems the number of pixels you character is wide is the exact same number of pixels wide the hole is, and to make this harder if you tap the controller your character moves a few across and never the single pixel you need to correct your alignment.



Do you see what happened there? What started off as a very positive, cute and fun game soon became an exercise in discussing pixels and sprite collisions which you have to start considering how the game is built on these square tiles and formulate your playing around this. This ruins the illusion of cute platformer and replaces it with a technical exercise that is not cute nor fun any more. Its a shame because while this game is certainly no classic, it could have been a very entertaining and fun romp through colourful levels with joyful sonics, but as soon as you start to experience the frustrations of the gamplay oversights you will find you self having less and less fun and soon giving up which is a real shame. Maybe Kid Gloves 2 will be better....



Kid Gloves

A500 - 1990

GRAPHICS	68%
SOUND	65%
GAMEPLAY	40%

A cute game with lots of potential, let down by some serious gameplay faults.

SCORE	50%

CHASE HQ



The idea behind Chase HQ is one of just arcade fun. Its simple, chase down the bad guys and ram them with your ultra expensive sports car until they can take no more. Catch the bad guys, save the day! Each mission starts off with a brief from despatch and a handy picture of the car you are chasing down, and then its up to your driving skills and use of boosts (three of them per stage) chase down the bad guys car where upon a damage meter appears which fills up with each collision until finally smoke and flames spew from their wreck of a car.

Despite its average graphics and slow frame rate, you will find a little bit of fun to be had here. Don't expect the slickness of other racers on the Amiga, the graphics here are far from brilliant and consist of a lot of greys and dull colours used for the cars and road side scenery, although a nice touch is how this all changes as you pass through tunnels and the colours and road surfaces change throughout the levels which seem to sprawl on forever. It all looks fun though and this stretches into the audio as well with good arcade style music and some nice speech thrown in from the CB radio Chase HQ calling to your partner calling out "Lets go Mr Driver!" as you set off. You can choose in game music if you wish, but I like the sound of the turbo!



Unfortunately a couple of flaws let the game down severely. As mentioned before the frame rate is not very high, and this leads 300kmh feeling like 60kmh, which makes the game feel quite unresponsive. Also when your car starts to slide, it has an odd effect of still sliding when you exit a corner and you find yourself sliding off a straight piece of road. It feels like they tried to give the impression of drifting and needing to use opposite lock, but instead it feels like a weird fault in the game.

Chase HQ could have been something very fun if it managed a smooth and fast frame rate, and even in its current form you will still get some fun out of it, just don't expect to much from it!



Chase HQ

A500 - 1989

GRAPHICS	60%
SOUND	72%
GAMEPLAY	40%

Take a super car, and make it slow and handle like a truck, and you pretty much have Chase HQ!

SCORE	55%



CHASE H.Q.
THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.
TURBO BOOST!
Need to catch up in a hurry? Well just one press of your Turbo Button will leave your eyes in the back of your head
BARRELLING THROUGH THE CITY STREETS,
along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide ...
VOTED
ARCADE GAME OF THE YEAR
AVAILABLE NOW FOR:
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Bleeding Eyes

While piracy is often seen as a negative thing when it comes to gaming, this also gave birth to the 'Cracktro' which over time became somewhat of an art form in coding, music and styling. From this the demo scene was born where groups would compete for fame by creating demo discs that would push the limits of what was possible on the humble Amiga creating literally digital works of art.



Some would try to create the most technical wonders possible while others aimed for a more artistic approach, and some were purely focused on the music. Bleeding Eyes will take a brief look at some of these masterpieces each issue and give them a rating for good measure as well. If ever you want to know why this section is called bleeding eyes, you need look no further than a demo called State Of The Art, where the strobe and pulsing effects will literally melt your eyes from their sockets which was a common theme in some of the more techno dance era demo's.

So sit back, turn the lights down and the sound system up as you prepare to have the best mind trip ever, all without the need of any illegal substances!



26.
Baygon

27.
Mental Hangover

28.
Shake off the dust



AGA - 1995 - Melon Dezign

Melon Dezign are responsible for this issues first scene demo, and it all starts off very promising with a very groovy tune with images that are about style rather than mind bending effects. Unfortunately though while the tune starts funky and you start to get your groove on, it soon becomes apparent that the song is just looping over and over and over again, and soon its no longer about grooving and more about annoying!

Opening with a neat little intro with an old skool console RPG inspired setting, its all tied together with some simple and nice effects with some good use of bright colours keeping it feeling fresh and stylish, and soon its all over as you realise the greeting text at the end is not leading into a second part, but is in fact the end with another looping music track.



I like demo's that choose style over technicality, and short demo's can be as epic as half hour ones, but I cant forgive the looping music that does not change through the entire demo. If the music had some variety and timed in well with the rest of the visuals I would be really happy with this little number from Melon, but as it is I was left wanting more and let down after such a promising start. Worth checking out, but not the classic it could have become.



70%



Mental Hangover



OCS - 1990 - Scoopex



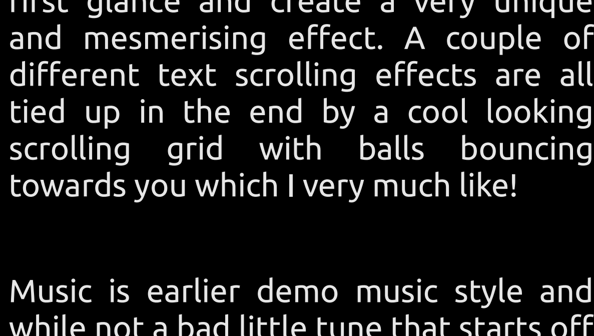
Stars, stars and more stars! This demo has a lot of them! Traditional is the first thought that pops into my head when watching this as it is a rolling demo with scroll text in some parts as the effects play over the starfeild below.



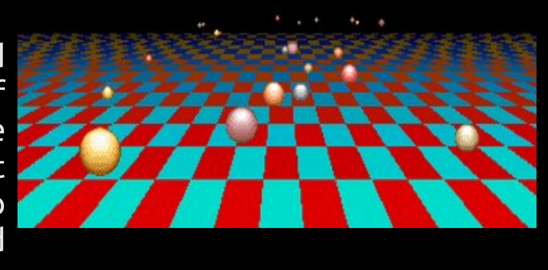


Its all nicely presented with each effect flowing to the next and all in silky smooth scrolling with a couple of unique and nice looking effects which for 1990 is not bad. Of note is the 'Stencil Vectors' effect which looks almost like texture mapped vectors at first glance and create a very unique and mesmerising effect. A couple of different text scrolling effects are all tied up in the end by a cool looking scrolling grid with balls bouncing towards you which I very much like!

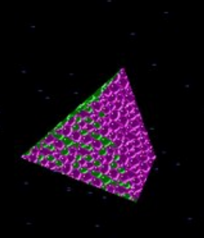




Music is earlier demo music style and while not a bad little tune that starts off mellow before launching into the upbeat tune, its not exactly going to set the world on fire. Its a quality demo with some nice effects for an A500, and worth taking the time to have a look at.











SHAKE OFF THE DUST

AGA - 2011 - Elude



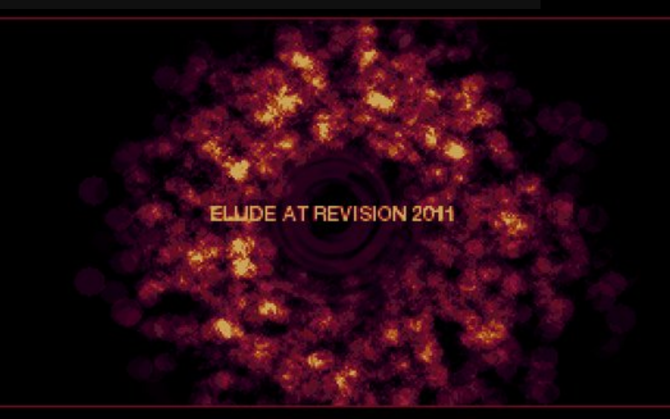
Now this is something special! I am not always a fan of later Amiga demo's that sometimes focus to much on 3D texture mapped objects just kind of rotating and floating around... technically impressive on powerful Amiga's but lacking that something magical of demo's past.



Shake off the Dust still uses 3D but in such a way with all of its filters and layers of effects, it almost feels organic and gas like with some stunning and beautiful effects used throughout. In fact even when a 3D spinning cogs / car muffler thing makes an appearance, it is accompanied by a really nice fog effect and moody music that even I can forgive and appreciate! Speaking of the music, it is an amazing industrial beats tune that fits all the visuals perfectly, and everything synchronises to perfection on screen to the music. You can see a lot of effort and thought has gone into the overall style, flow and presentation of the demo, and this is what makes it shine.



I wont try to explain the effects used in Shake off the Dust and screen shots here do not do it justice, so do yourself a favour and get hold of this now if you have not already. If you have hardware capable of running it, do it, or fire up that emulator... heck, at the very least YouTube it! No fan of the Amiga Demo scene should go without seeing this spectacular example of what the scene is all about. Brilliant!



97%



The award winning Space Combat Simulation. Available soon for the Amiga!

Navigate dense asteroid fields!

Battle bloodthirsty alien aces!

Can you meet the challenge?

Launches You Into The Ultimate Deepspace Dogfight!

- Starships so real you'll duck when they pass!
- Intense starfighter action pushes you to the limit!
- Earth-shattering stereo sound surrounds you with realism!
- Dynamic shipboard scenes prepare you for the battle ahead!
- Your skilled wingman is ready to pull your bacon out of the fire!
- Cinematic launch and docking sequences hurl you into the action!



PC screens shown. Amiga screens may vary.

The 3-D Space Combat Simulator



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880 Cheat!

Cant win playing fair? Then play dirty and cheat!

Alien Breed

So you are having trouble with this issues big bug hunt? Need a little extra fire power or perhaps just want to have a little bit of fun? Try logging into an Intex computer on level two and typing in one of these codes for desired effects!

Effect	Code
Level 3	I CANT BE ARSED TO PLAY THE FIRST LEVELS
Level 4	AND THE GOOD LORD SAID LET THERE BE FLAPSHOTS
Level 5	I WONDER IF DOLLY PARTONS FANNY IS AS BIG AS HER TITS
Level 6	MANCHESTER UNITED CANT FLY AIRPLANES
Ending sequence	SHINE ON YOU CRAZY DIAMOND
Unlimited keys	OH GIMME SOME KEYS IVE GOT A HARD ON
Invincibility	I AM IMMORTAL OR SUMMAT LIKE THAT
Weaker aliens	IS IT TRUE THAT THE ALIENS SUPPORT MAN UTD
Reversed joystick control	PISSED AS A FART
Weaker weapons	THE IRAQIS MADE THE WEAPONS
Makes player invisible	SALMAN RUSHDIE PLAYS ALIEN BREED
Aliens run away	BEWARE ALIENS SPADGE HAS DROPPED ONE
Expert aliens	PITBULLS ON THE LOOSE
Unlimited health	ALIENS ARE FAGGOTS
Slower aliens	PUFFNUTS MODE
Faster aliens	BEN JOHNSON TRAINED THESE ALIENS
Purple screen	STEVIE WONDER
Reset the computer	GURU TIME
Degraded graphics	ST EMULATOR
Intex computer disabled	PC EMULATOR
Elvis mode	ELVIS MODE
Zero score	US GOLD
50,000 credits for player two	LET ME SPONGE SOME CASH YER TWAT
Unlimited keys for player two	PASS THE BUCKOS NOBFACE
7 lives for player one	I EAT PITBULLS FOR FUCKING BREAKFAST MATE
7 lives for player two	JUST CALL ME DEEP THROAT
Unlimited energy for player two	BLIMEY GUVNOR LOOK AT THE SIZE OF HIS JOHN THOMAS
Unknown	GIVE ME POWER YOU POXY FUCKWIT

880 Cheat!

Kid Gloves

This game is frustrating at best, so it only seems fair to have a little help along the way! First, pause the game by pressing **F1**, followed by typing **rhiannon**. After this, press one of the following for each effect :

F6 - **Warp to shop**

F7 - **Level select**

F8 - **More keys, spells and money... KACHING!**

F9 - **GOD MODE! Invincibility FTW!**





Chase HQ

Feel the need for speed, but that thrashed out sports car just not doing it for you? Try **smashing the space bar continuously** after Nancy tells you the car you are chasing for a super boost!

If thats not enough, try holding the left mouse button and fire button at the same time while typing in **GROWLER**. You can then press the following keys to get some extra help :

N - **Skip to the next level**

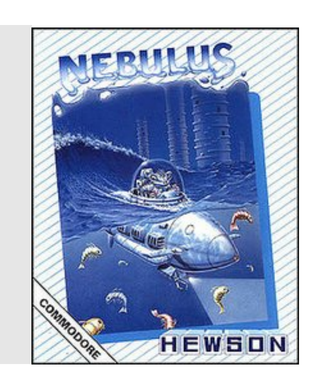
T - **Give you more time on the clock**

X or Z - **Power steering power up!**

Nebulus

Keep getting your feet wet? How about unlimited lives? At the title screen type the following to become a little green god – **helloiamjmp**

You can then also press **F1** to **F8** to jump to the level you want.




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SUPERSTAR


AWARD
Games


HIT


C·L·I·C·K
BOOM







880 Talk back!

From your emails and hate mail, feel free to drop us a line

To the Editor,

As your imaginary friend and long time fan of 880 gamer, I just wanted to remind you that you are going crazy and talking to yourself again!

All the best
Yourself

Well, this is a little embarrassing! Since this is the first issue ever of **880**, of course we have no letters to answer, so excuse me while I talk to myself for a while! I guess I could take this moment to talk a little about myself and why I am doing this.

So how did I get into the Amiga? Like many I discovered this wonderful computer in the early 90's when I was a young lad, and I so desperately wanted one but as a family we were struggling to make ends meet and even at that age I had accepted the reality that I would not be getting one for Christmas. I even compromised and said I would be happy just to have a C64 if we could afford it. Well I don't know how many jobs my dad worked to do it, but some how my parents gave me the biggest surprise when I unwrapped that big box under the tree to find a brand spanking new A500!

Many a night were spent trying to beat my dad at Pinball Dreams, or leaving it on for days to see what would happen if we left The Settlers to their own devises, and wonders discovered as we explored and battled our way through Millennium 2.2. Many years have passed and unfortunately so to my dad, but that Amiga still lives on along with those wonderful memories and even when the life finally flickers away from its B52 Rock Lobster innards, it will always have a place here with me never to be discarded. I guess for me its more than a computer, but a link to those wonderful times and memories of my father spent together.

Wow... sorry to get so sentimental there, but this is something I regularly find in the Amiga community that everyone has a story to share, so feel free to share them here as well!

So why this little magazine? Its part teaching experience for myself in literature / image editing etc.. and everything else passion I have for the Amiga. I was inspired by APOV (Amiga Point Of View), and while I can only dream of reaching the level of quality they have I hope someone out there gets some entertainment from this. I guess this is my little way of giving something back to the Amiga community, and if only a single person out there gets some enjoyment from this little mag then I will be extremely happy.

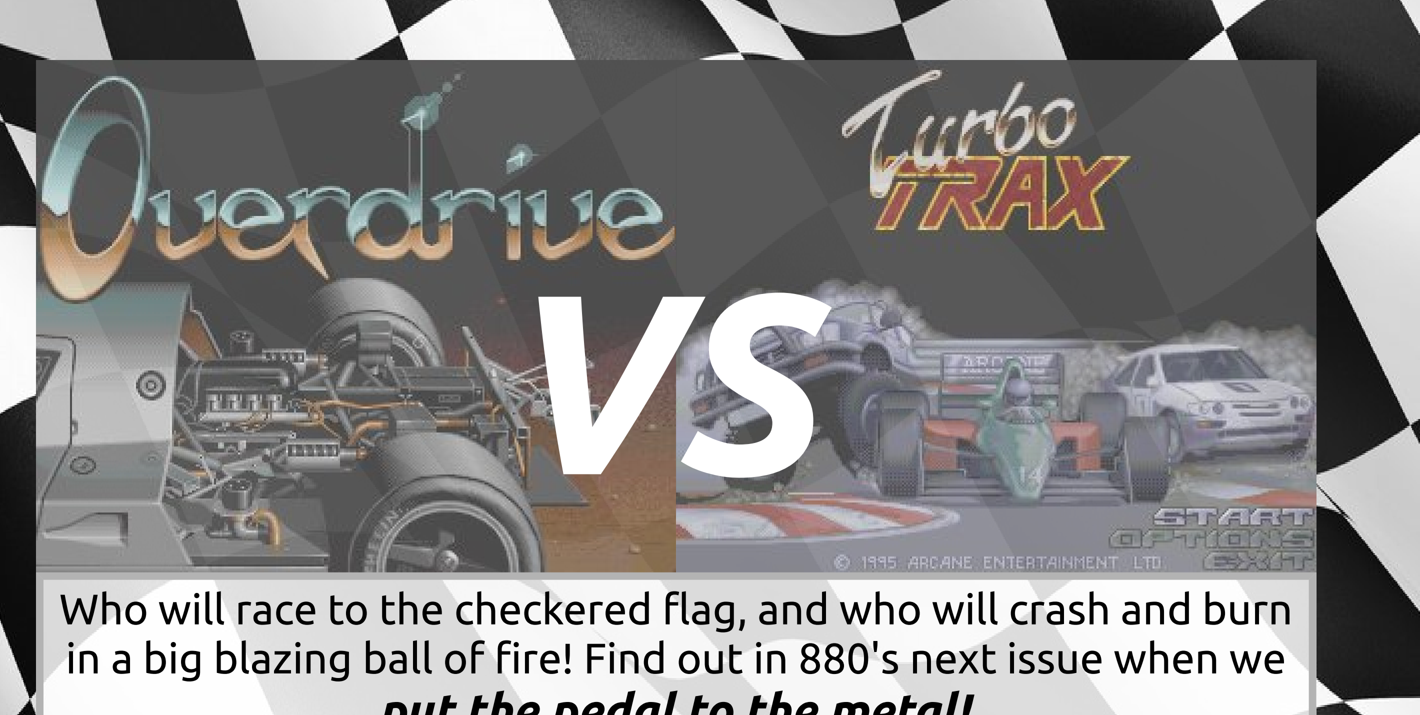
Time is limited with family and work life, but I hope to have regular issues out so if you want to have an email or anything else immortalised here among these digital pages, then email me at 880gamer@gmail.com, heck, I even created a Google+ account for the magazine to check out if you want (not a lot there yet, and Nooooo... Nooooo Facebook!!). Send through pictures of your Amiga's and all Amiga related and I will put them up on there as well! Keep your emails short so I can fit them in here, and keep an eye out to see if yours made it to print (or if anyone actually did email for that matter!)

So to all you Amiga gamers out there, keep on gaming and raving, you are an amazing bunch, and see you all in issue 2 of 880!

Mark Stanner
880gamer@gmail.co

>>Next Issue

Will there be another issue of 880 Gamer? Will anyone care if there is? Will Team 17 finally release a new game that does not contain the word 'Worms' in the title? With the exception of that last one, there is a slight chance this may happen, and if it does this is what you can expect...



Who will race to the checkered flag, and who will crash and burn in a big blazing ball of fire! Find out in 880's next issue when we ***put the pedal to the metal!***

The scrolly text shout out bit...

I would like to acknowledge the following people / groups / software / sites for making 880 Gamer possible:

Ubuntu – 880 and emulation is run on Ubuntu, along with use of the Ubuntu font used within 880 Gamer

FS-UAE – A big thanks to Frode Solheim and the UAE team for bringing great Amiga emulation to Ubuntu

WHDLoad - Bert Jahn's masterpiece, although I still plug along on my demo version since my A1200 died =(

The GIMP – All image manipulation powered by the gimp and his full leather suit!

LibreOffice – 880 is fully written up and saved in PDF using LibreOffice Writer

Lemon Amiga – Thanks for their wonderful website where some information is gathered, along with the great community in their forums which I frequent no where near enough under the guise of *Comiga*

EAB – Nothing contained here from the site, but a shout out to them for the great rivalry in the super league

ADA – Both to the Amiga Demo Archive site and all of those that keep the scene alive and pumping to this day!

HOL / **Amiga Magazine Rack**– Some Cover disk ADF files and information gathered from these wonderful sites

The Amiga – An eternal thanks to Jay Miner and the amazing team that built this amazing machine



A THRILLING ROLE PLAYING ADVENTURE
ARTH, 22nd century.
ou are about to embark on an exciting and ngerous adventure. The Bureau of Astral roubleshooters has selected you as their pecial agent.
ur mission : to find and destroy Vrangor, e evil genius who is threatening the peo- e of the planet Selenia.
Player interaction gives you the chance t only to participate in the lives of other haracters, but to be plunged into the ctual city of Terrapolis.
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